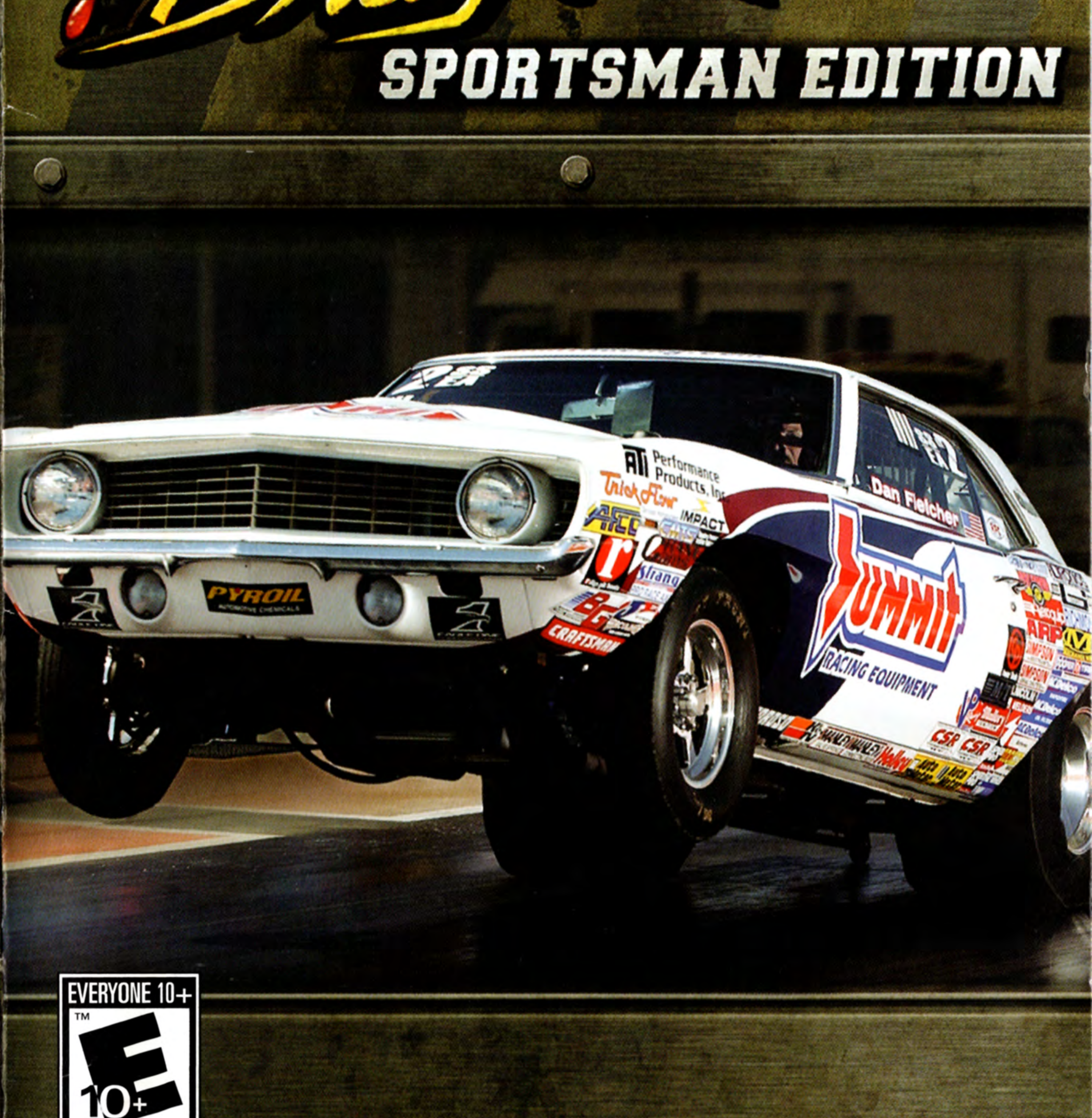
PRE-STAGED

STAGED

IHRA Drag Racing

SPORTSMAN EDITION



EVERYONE 10+

ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Getting Started 2

Starting Up 3

Introduction 4

Main Menu 5

Select Mode 6

- Arcade Mode 6
- Season Mode 7

Auto Dealer 9

- Tuning 11
- Paint 12

Mini-Game 13

Options 13

How To Play 14

The Race 15

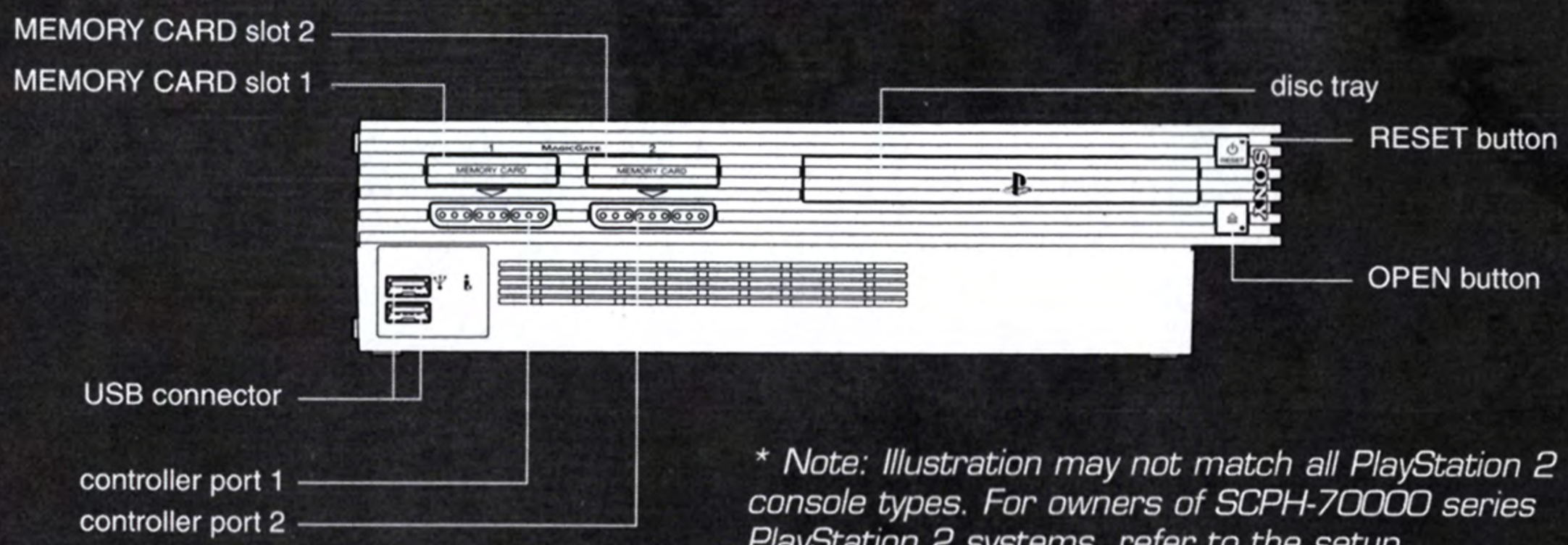
- Burnout 15
- Staging 16
- Race Results Screen 16

Pause Menu 18

Credits 19

SPORTSMAN EDITION

GETTING STARTED



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

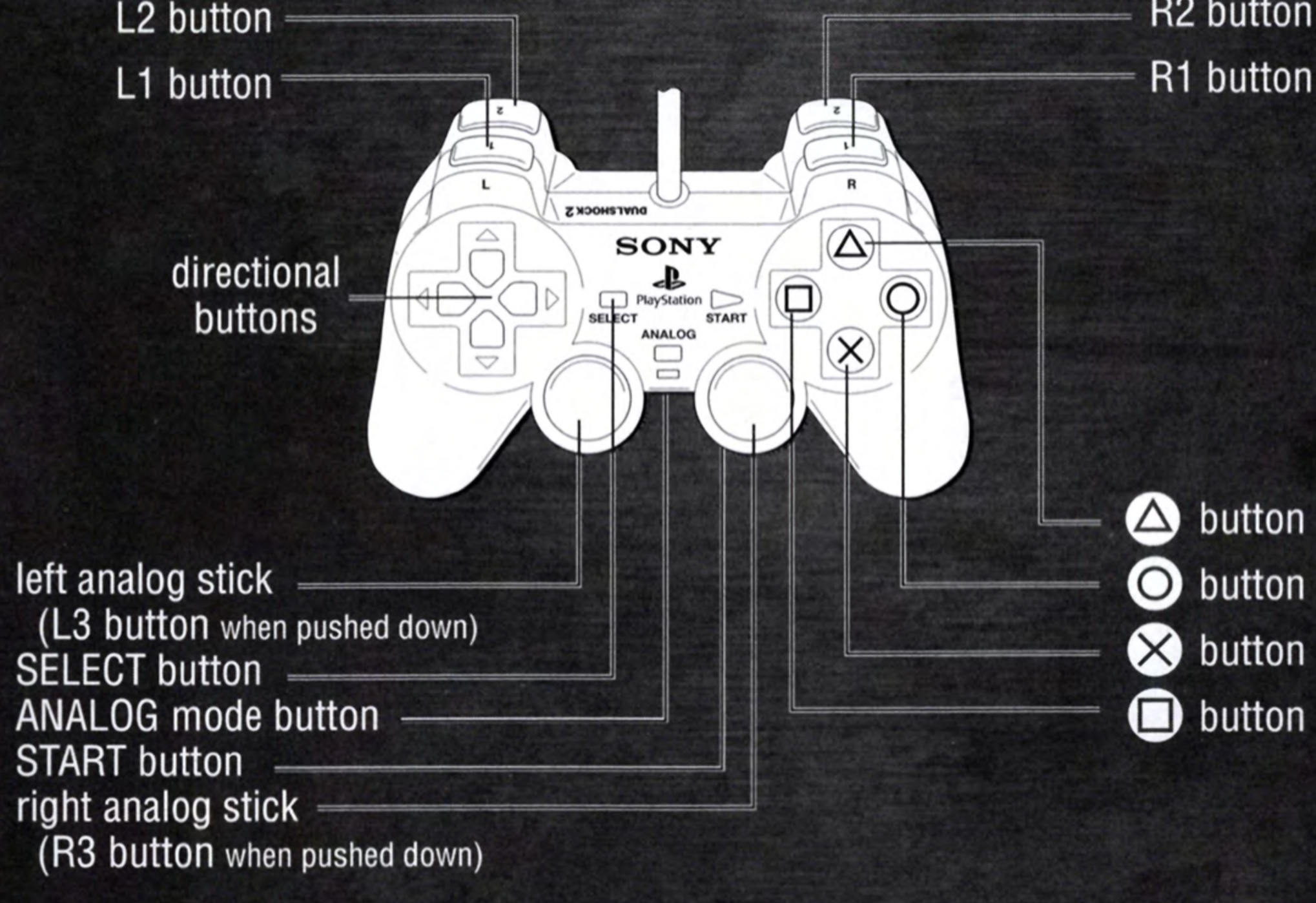
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the IHRA Drag Racing Sportsman Edition disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Steer Left/Right	Left analog stick
Accelerate	R1 button
Brake	L1 button
Shift Up	L2 button
Shift Down	R2 button
Reverse	⊗ button
Trans Brake	○ button
Change View	△ button
Pause Menu	START button
Navigate Menu	Directional buttons

INTRODUCTION

Founded in 1970 and headquartered in Norwalk, Ohio, the International Hot Rod Association, LLC (IHRA) remains on the cutting edge of professional drag racing. IHRA's National Event schedule is comprised of 12 races held on tracks coast-to-coast and features 15 classes of competition.

IHRA Drag Racing – Sportsman Edition

IHRA Drag Racing – Sportsman Edition showcases two of the most popular IHRA competition classes: Top Sportsman and Top Dragster. Both of which operate under the Official IHRA Bracket Racing rule set for the Sportsman Series.

What is Bracket Racing?

E.T. Racing, or Bracket Racing as it is commonly called, is the "grass roots" level of drag racing. It was started as an alternative to the high-dollar class racing of the '60's and '70's. Bracket Racing allows almost anyone to race and compete on an even playing field through the introduction of handicaps. Bracket Racing places much more emphasis on driver skills and knowledge of the car than on the machinery. This unique focus has made Bracket Racing the most competitive form of drag racing in the world.

Handicapping

The philosophy behind handicapping is to even the playing field so that two widely disparate cars can compete fairly. In order to achieve this, a head start is given to the contestant with the slower car so as to equalize his/her chance of winning. In order to determine the size of this handicap, several time trials are held before the start of the race to assess the elapsed times of each competitor on that particular day and track. After time trials are over, each driver determines a projected elapsed time for the elimination rounds; a process referred to as "dialing-in".

If a driver has an elapsed time lower than their dial-in time, they automatically lose the race or "breakout." If a driver sets a dial-in time significantly lower than a car's capability, the variance will lead to an easy victory for the opposing car. Underestimating your car's speed will also lead to a breakout. In order to consistently win races, great care must be taken to select correct dial-in times down to a tenth of a second.

Remember: In Bracket Racing, the first car to cross the line doesn't necessarily win. If the first car to cross the line overshoots their dial-in time, thereby breaking out, the slower car will automatically win. To put things simply, whoever gets the closest to their dial-in time without breaking out and has the fastest reaction time, wins the race. That's one of the most appealing facets of bracket racing; a skilled driver will often beat someone with a big bankroll and a faster car.

MAIN MENU

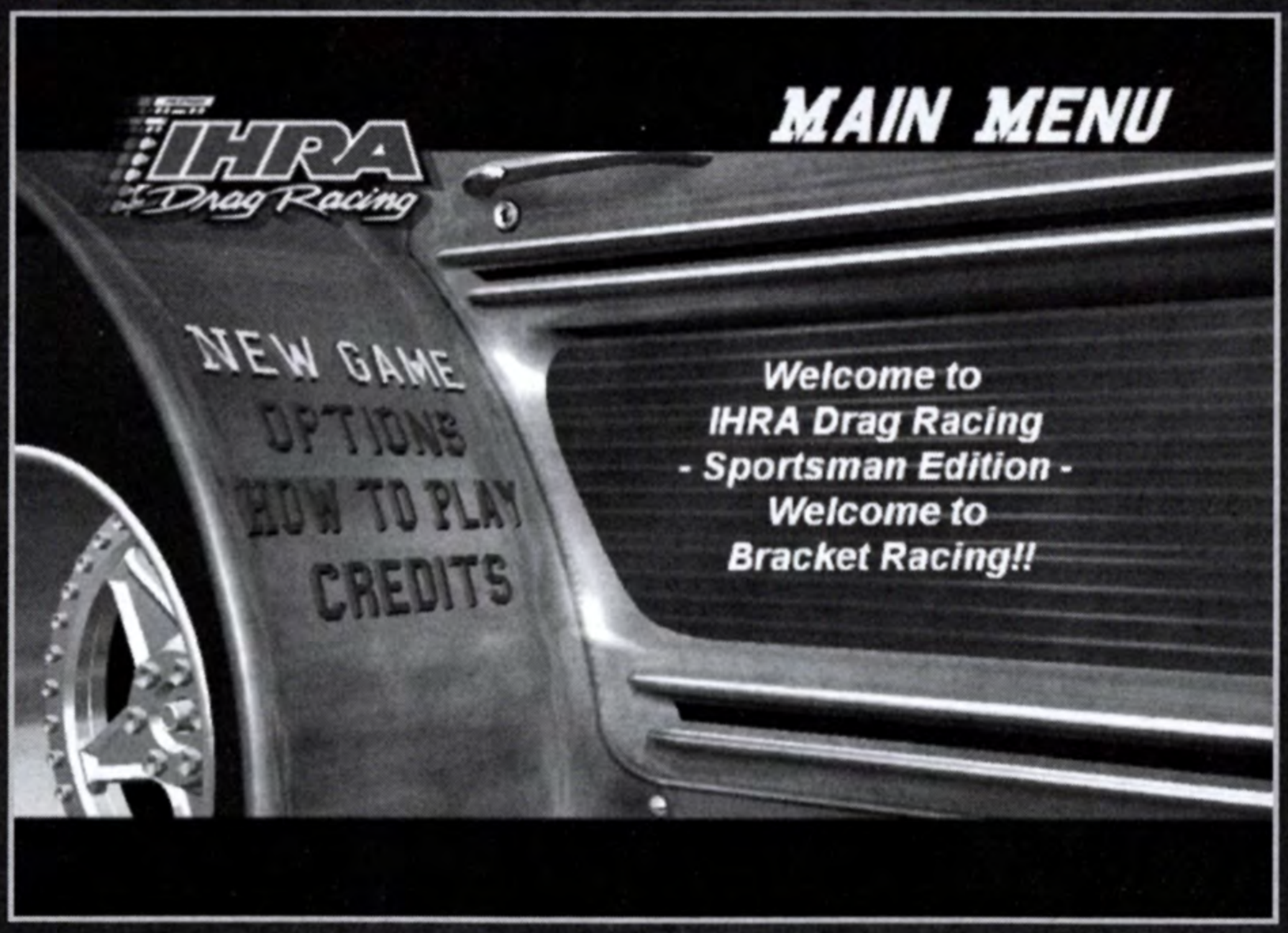
Navigation is fairly straightforward in *IHRA Sportsman*. Use the ⊗ **button** to move forward through the menus and the △ **button** to move backwards.

New Game – Selecting "New Game" advances you to the Select Mode menu screen. This allows you to enter into Arcade Mode, Season Mode, or Mini-Game Mode.

Options – Choosing "Options" in the Main Menu will bring you to the Options screen where audio, controller configurations, and game settings can be modified.

How To Play – Selecting this option will bring up the "How to Play" menu screen featuring a glossary of racing terminology, which serves as a primer on the basics of Bracket Racing. The menu also has a section on advanced racing tactics and allows you to practice your staging, burnout, and reaction time skills in the available tutorials.

Credits – This option displays a list of people who created *IHRA Sportsman*.



SELECT MODE

Arcade Mode

Arcade Mode offers you a quick way to jump right into the action with a selection of ready made, souped-up dragsters. Select one of 11 fantasy tracks and race against the computer or a friend in split screen gameplay.

Game Type:

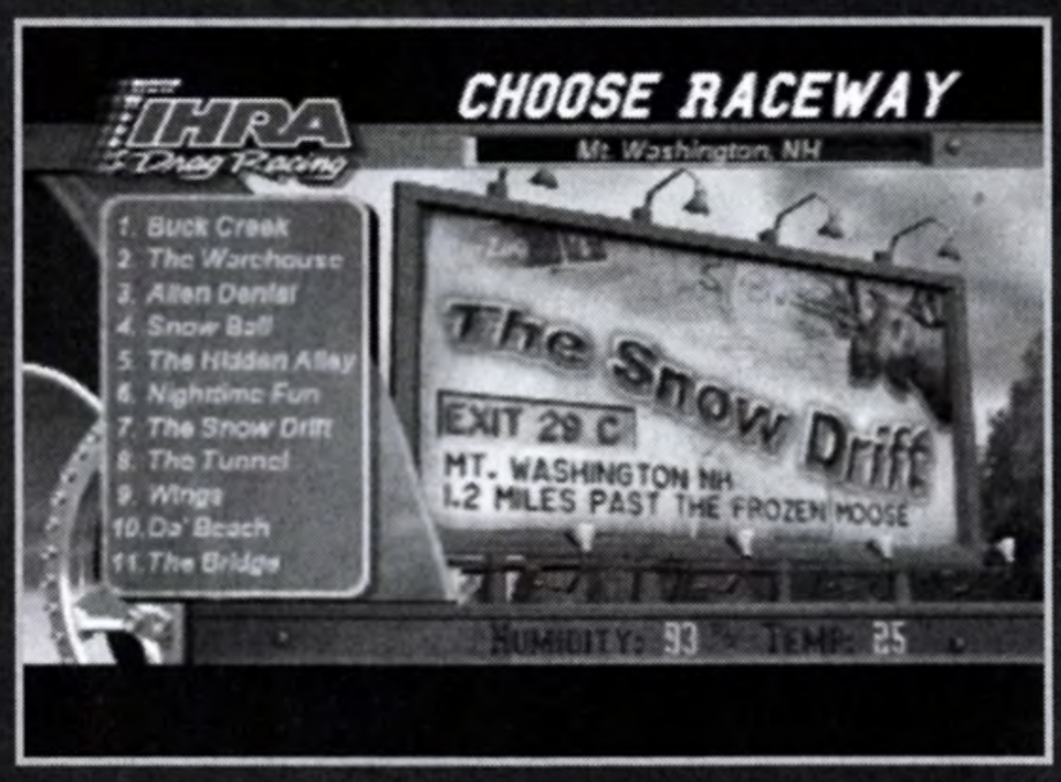
After choosing Arcade Mode, select Single Player to compete against a computer-controlled driver or Split Screen to race against a friend. In either modes, timecards are provided at the end of the run. The top 10 best elapsed times for each race are tracked and displayed and can be viewed at any time by pressing the ◉ **button** in the Choose Raceway screen.

Choose Hot Rod:

Selecting Single Player or Split Screen in the Game Type menu will bring up the Choose Hot Rod menu screen. In this screen you can select from a number of different cars, each with its own specific ratings, delay box, and estimated dial-in times displayed right on screen. Press the ⬅ or ➡ **directional buttons** in order to select a car and press the ⊗ **button** to confirm your selection.

Choose Raceway:

Choosing a hot rod will bring you to a list of 11 fantasy tracks, each featuring a unique theme and setting. Press the ⬆ and ⬇ **directional buttons** in order to select a track and press the ⊗ **button** to confirm your selection. Pressing the ◉ **button** will display a list of the top 10 best times run on that particular track.

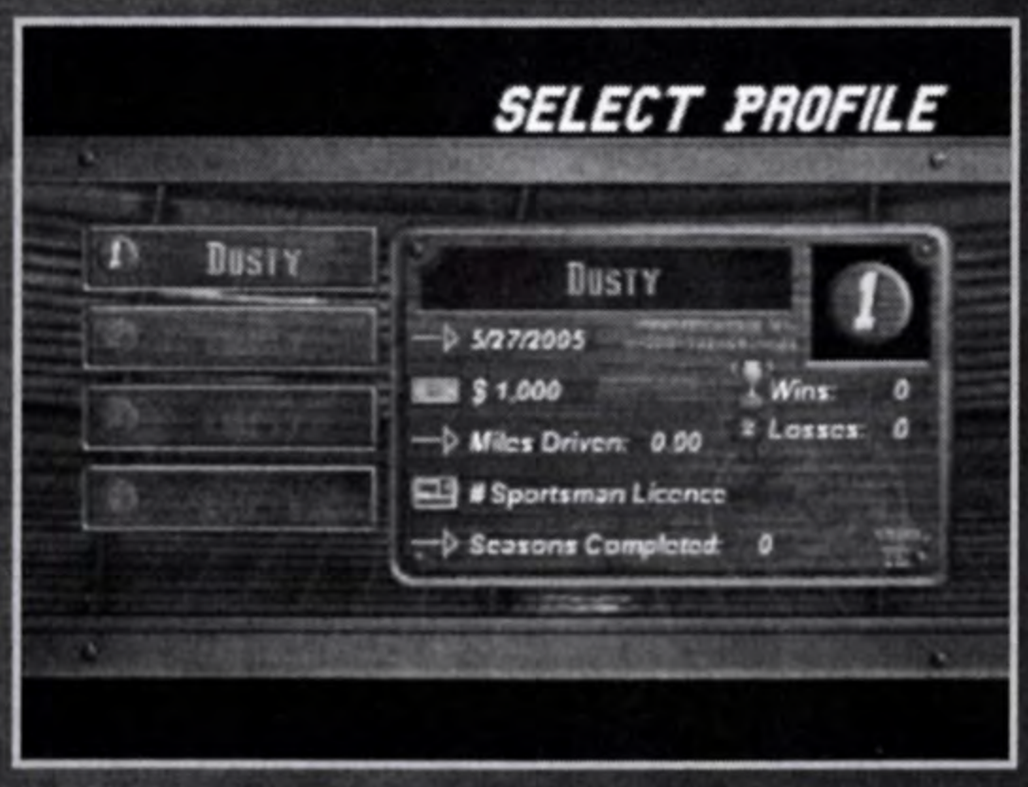


Season Mode

Build and race your own hot rod against computer-controlled opponents through a full IHRA National Event schedule on 11 different, officially licensed IHRA tracks.

Select Profile

You can save up to four unique profiles in this screen, each with a profile-specific list of your accomplishments, earnings, and race statistics. However, before you can play, you'll need to create a new player profile. To do so, select an empty profile slot by pressing the ⬆ and ⬇ **directional buttons** and then press the ⊗ **button** to enter your name. If there are no empty slots, pressing the ◎ **button** will delete the currently highlighted profile.



Trophy Room

This is where you can go to view any items you've won over the course of your Sportsman racing career. Initially, your trophy room starts off as an empty basement, but as you progress through the game you'll be awarded with plaques, trophies, ribbons, and various other special items that will both improve the look of the room and give testament to your racing prowess.

Race Calendar

Once you've purchased a car in the Auto Dealer and spent some time in the Garage practicing and tuning your car and getting to know its capabilities, you're ready to start your drag racing career. Initially, your car won't be fast enough to compete in all of the National Events, so you will want to enter several Single Races and Single Events. As your Bracket Racing skills improve and you start to win prize money, you can use the winnings to purchase new parts and upgrades for your car. Remember to spend some time on the practice track after installing each new upgrade to get an idea of what your new dial-in times should be.

Single Race:
Single Race is a single elimination round against a random, computer-controlled driver. These drivers are easier to beat than those found in the Single Event or Season Mode. Consequently, the prize money isn't as substantial.

Single Event:
Once you have won a few Single Races and upgraded your car, you'll be prepared to compete in Single Events.

Each Single Event race consists of two qualifying rounds followed by a three-round elimination stage. During the qualifying rounds, the top eight drivers who come closest to hitting their dial-in times over the two rounds (total difference) will move on to the elimination stage.

In the elimination stage, the player with the lowest total package (dial-in minus elapsed time plus reaction time) moves on to the next single elimination round.

Prize money is awarded at the end of each event based upon your overall ranking. Single Events have larger prize purses than Single Races due to the greater challenge.

Season:
After you have raced several Single Races and Single Events and spent some time in the Garage purchasing parts and tuning your car, you should be ready to tackle the full IHRA National Event series. Selecting Season from the Race Calendar screen will take you through all 12 events in the official IHRA Sportsman National Event schedule. In Season Mode, prize money is much higher due to the elevated level of competition.

In each National Event, drivers are awarded with points based on their performance. These points are used to determine overall standings during the season and can be accessed at any time from the Championship Series screen by pressing the ◉ **button**.

Points Breakdown:

Qualifying Rounds
10 points will be awarded for advancing to the elimination rounds.

Elimination Rounds
32 points will be awarded to each 1st round loser.
43 points will be awarded to each 2nd round loser.
54 points will be awarded to each 3rd round loser.
67 points will be awarded to the runner-up.
91 points will be awarded to the winner.

Auto Dealer

This is where you can purchase new cars for use in the Season Mode races. You'll have to successfully complete a few seasons before you can afford some of the more powerful cars.

Garage

The Garage is the central hub of all things car-related where you can customize, tweak and tune your car, and take it for a spin on the practice track.

Manage Cars:
Use the **Directional buttons** to scroll through a maximum of four hot rods in this screen. Once you've highlighted your selection, press the ⊗ **button** on your controller. Once a car has been selected, you can either hit the △ **button** to return to the Garage or the ○ **button** to sell your car.

Parts Store:
Eleven distinct sub-categories offer a range of parts for purchase and installation in your hot rod. You'll find that you get the best performance by purchasing parts within one of the three color-coded classes; bronze, silver, and gold. For example, silver parts work best in combination with other silver class parts.

Tires

Front – Help keep the car in the lane and under control.

Rear – Massive slicks that are constructed with a broad range of compounds: the softer the compound, the greater the traction. A set of quality rear tires will have a dramatic impact on the speed of your car.

Engine

Block – The core of an engine that determines horsepower output. Upgrading your engine block will also open up more upgrade options such as blowers and nitrous kits.

Cylinder Head – The greater control over intake and exhaust afforded by a high performance cylinder head is a key factor in improving the speed of your dragster.

Carburetion – Carburetors mix fuel with air and feed it to the engine.

Blower – Blowers increase horsepower by funneling the air into the engine at an accelerated rate. However, cars that have a blower installed cannot use a nitrous kit.

Nitrous Kit – A nitrous kit delivers nitrous oxide to the engine, which adds a huge performance boost during the race. Cars that have a nitrous kit installed cannot use a blower.

Camshaft – A camshaft shifts the revolutions per minute (RPM) power curve to a higher level, which translates into increased horsepower at greater engine speeds.

Valves – Valves allow air and fuel to enter into an engine's combustion chambers and vent hot exhaust gasses. Higher quality valves increase the flow rates of both, which translate into more horsepower.

Transmission

The transmission transfers horsepower and torque to the rear wheels. Higher quality transmissions sold in the Garage offer more than one gear set (e.g. a five gear transmission that can be shifted into a six gear ratio). You can scroll through these different gear sets and make your selection in the Garage Tuning Shop.

Delay Box

An electronic device used in conjunction with a transmission brake, the delay box aids the driver in achieving lower reaction times. The driver dials a number into the delay box and then holds down a button mounted on his/her steering wheel that activates the transmission brake (transbrake). The instant the driver sees the first flash of amber from the first bulb, he/she releases the delay button. The delay box will then count the thousandths of a second dictated by the driver, and then release the transbrake. The theory behind a delay box is that a driver instinctively reacting to an initial signal (the first amber) will be quicker and more consistent than a driver who launches off the third amber.

To set your delay time, bring your car to a standstill at the starting line and hold the ◉ **button** and the gas pedal (**R1**) at the same time. Let go of the ◉ **button** when you see the first flash of first amber on your tree. The delay box then counts down the thousandths of a second calculated by the driver to coincide with the third amber, releases the transbrake and the car is launched down the track.

Tuning:
You can adjust, among other things, tire pressure, steering, gear ratios, fuel flow, boost, suspension, dial-in time, and delay time in the Garage Tuning Shop or through the Tuning menu option on the Garage Practice Track.

Tire Pressure
Increase or decrease the amount of air in your tire. Lower pressure increases traction but requires a longer burnout. Higher air pressure decreases the traction, but your pre-race burnouts will be shorter.

Steering
Change your vehicle's steering angle to improve the handling. A high number will result in more dramatic steering corrections at higher speeds; a lower number will allow for tighter, more controlled steering input.

Gear Ratios
To better match the performance of the various engine components, several gear ratios are available for use in the tuning area, depending on which transmission you have installed in your car. These ratios offer either faster off the line performance and shifts or faster top speeds. Experiment on the practice track with the various gear sets via the Tuning menu option.

Fuel Flow
Increase or decrease the fuel flowing to your engine. A high flow catalyzes greater internal combustion and more horsepower.

Boost
In a blower or nitrous kit equipped car, a boost will in turn increase the amount of air or nitrous oxide injected into the engine, respectively.

Suspension
Adjustments to a car's suspension will increase or decrease the maximum or minimum down force on the front or rear of the car. Altering these settings will help improve traction and stability in combination with the tire pressure.

Dial-in Time
Allows you to adjust your default dial-in time.

Delay Time
Allows you to adjust your default delay time.

Paint:
You can customize the look of your car in the Garage Paint Shop. Each body style has a number of multi-level paint color schemes available as well as various decal sets to give your car a distinctive look.

Use the **directional buttons** to move the on-screen cursor through the different paint layers and colors.

Practice:
Once you have upgraded, tuned, and painted your car to your liking, take it for a spin on the practice track to test your adjustments. Baseline saves after each practice run provide instant comparative feedback on any tuning changes you make between runs.

Auto Test Run
If enabled, the computer takes control of your car for more consistent time trials highlighting the potential for tweaks or part upgrades. Turn this option off if you wish to make the runs yourself.

Staging
Turning off staging in the practice track allows you to skip burnout and position your car for immediate launch.

Humidity
Humidity is a measure of the water vapor content of the air. A value of 100% means that the air is fully saturated. Humidity has a direct effect on your car's performance so make sure to test your car under a number of different environmental conditions.

Temperature
Air temperature, measured via your car's intake system, can dramatically affect your cars performance; make sure to test your car in a variety of climates.

Start Track!
Advances into the Practice Track.

Mini-Game

The quick tree Mini-Game is a replica of timer boxes used by drivers to practice reaction times. The 10 best Mini-Game reaction times are recorded, giving you the option to come back and try to beat your best time.

Options

The Options menu is where you will go to adjust various game, sound, and difficulty levels.

Sound

Both Audio (SFX) and Music volume can be adjusted in this screen. Use the **directional buttons** to raise or lower the volume level.

Settings

Difficulty:
As difficulty levels increase, AI opponents will react more quickly and make fewer mistakes. Easy difficulty level features AI opponents with slower reaction times, who are more likely to break out, red light, crash, or get disqualified. At Hard difficulty, computer-controlled drivers will drive like the pros.

Vibration:
The ability to enable or disable force feedback on your controller.

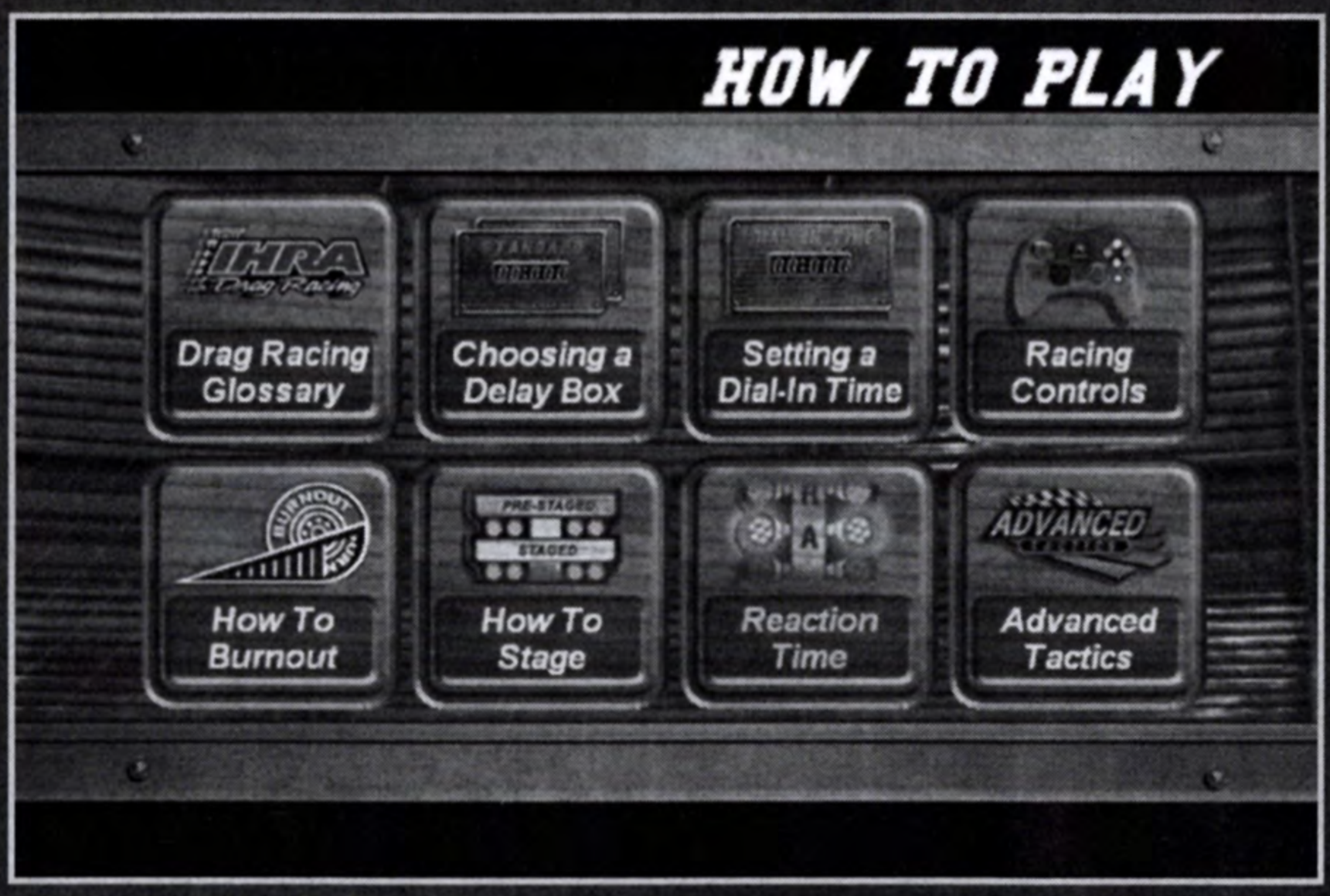
Manual Shift:
Use the **directional buttons** to toggle between automatic and manual transmission.

Controller

There are three selectable controller configurations. You can view the available configurations by using the ⬅ and ➡ **directional buttons**. Once you have selected the controller configuration that's right for you, press the △ **button** to exit the screen.

How To Play

This menu option includes a glossary on racing terminology (which serves as a primer on the basics of Bracket Racing), a section on advanced racing tactics, and tutorials. The available tutorials allow you to practice your staging, burnout, and reaction time skills.



THE RACE

Each race consists of a series of steps from heating your car's tires during burnout, to positioning your car on the starting line during staging, and finally to the race itself. In *IHRA Sportsman* these steps are communicated through shifting virtual camera angles and changing data in your heads up display gauges.

Burnout

Before the race begins, it is imperative that your vehicle's tires are heated in order to provide the best possible traction off the starting line. Before burning out, drivers accelerate their car through the wetbox to wet their tires. Once the tires are wet, the burnout gauge will be displayed on your screen. This gauge will indicate how hot your tires are when burning out. Hold **R1** to accelerate until the last red notch in your burnout gauge lights up and begins to flash. This indicates that your tires are ready for the race. At this point the computer will take control of your car and position it behind the starting line to allow you to stage your car.

Gearshift indicator light

Speed

RPM

Burnout gauge

Staging

Once you've successfully completed your burnout and your tires are heated properly, it's time to stage your car.

Staging the car is achieved by driving forward until the top row of yellow lights (Pre-Stage Lights) and the second row of yellow lights (Stage Lights) on the Christmas tree become illuminated. Once both rows of lights have lit up, your car is staged and ready for the race to begin.

To change your camera view once you have staged your car, press the ◉ **button**. Once both cars in the race have finished staging, the Christmas tree will begin counting down to green. When the green light flashes, launch your car down the track toward the finish line.

Race Results Screen

Once the race is complete, the race timecard will be displayed on your screen. You'll be prompted to enter your initials if your time is in the top 10 times for that particular track. After the race is complete, you may choose to restart the race or exit to the menu and select a new racing class or track.

The race results screen contains a summary of how well you performed at each stage of the race. The results are displayed in two columns. The left column represents the Left lane while the right column represents the Right lane of the track.

Dial-in Time:
The projected elapsed time entered by the driver at the start of the race. Used for handicapping purposes in bracket racing.

Elapsed Time:
The elapsed time from the point your car breaks the starting light to the point at which your car crosses the finish line.

Difference:
The difference between the dial-in time and the actual elapsed time. A negative value here indicates a breakout.

Trap Speed:
The recorded speed at the point your car crosses the finish line.

Reaction Time:
The elapsed time between the flashing of the green starting light and the point at which the starting line light is broken.

60ft Time:
The elapsed time between the breaking of the initial start beam and the point at which the 60ft marker is crossed.

60ft Speed:
This is the observed speed of a car when it crosses over the 60ft marker.

1/16th Mile (330) Time:
The elapsed time between the breaking of the initial start beam and the point at which the 1/16th mile marker is crossed.

1/16th Mile (330) Speed:
The observed speed of a car as it crosses over the 1/16th mile marker.

1/8th Mile (660) Time:
The elapsed time between the breaking of the initial start beam and the point at which the 1/8th mile marker is crossed.

1/8th Mile (660) Speed:
The observed speed of a car as it crosses over the 1/8th mile marker.

1000 ft Time:
The elapsed time between the breaking of the initial start beam and the point at which the 1000 foot marker is crossed.

1000 ft Speed:
The observed speed of a car as it crosses over the 1000 foot marker.

Roll Out Time:
A term used to describe the time from the point your vehicle "breaks" the staging (starting line) beam (thereby triggering the staged light), to the point (forward) where your tires no longer obstruct the beam's contact with the photo eye.

0-60 MPH Time:
The amount of time that elapses between the triggering of the initial starting beam and the point at which your car exceeds 60MPH.

0-100 MPH Time:
The amount of time that elapses between the triggering of the initial starting beam and the point at which your car exceeds 100MPH.

Pause menu

Pressing the **START button** during a race will pause the game and bring up the Pause Menu.

Resume Race
Continue with the race in progress.

Restart
Reset the car and track.

Return to Menu
Quits the current race and exits to the previous menu.

CREDITS

Producer
Rich Lambert

Lead Programmer
Dave DiAngelo

Lead Artist
Greg Kline

Lead Designer
Brian Jackson

Design
Brian Jackson
Craig Lafferty
Rich Lambert

Programming
Dave DiAngelo
Joel Dinolt
Joe R. Romano

Art
Toby Franklin
Greg Kline
Russell Vaccaro

Tools
Joseph DiAngelo

Video Editing
Steven Green

Contributing Artists
Lindsay Muller
Michael Wagner

Recording By
Absolute Pitch

Additional Art provided by LifeSim LLC

President
Darryl M. Lewis

Executive Producer
Mitch Bate

Art Director
Doug Van Horne

Art Lead
Jeremy Jones

Artists - 3D
Max Braun
Tyler Brunkhorst

Quality Assurance

Quality Assurance Manager
Mike Fridley

Quality Assurance Lead
Ruben Brown

Quality Assurance Testers
Mike Dulany
Hal Jenkins
Christopher Krietz
Aaron Mitschelen
Robert Wallace

Bethesda Softworks

President
Vlatko Andonov

Vice President of Development
Todd Vaughn

Research and Licensing
J. Griffin Lesher

Marketing and PR
Pete Hines
Erin Losi
Lindsay Muller
Mike Wagner

Special Thanks to:
Steve Green
NDL
Havok
Jim Marchyshyn
Jeff Lee

Extra Special Thanks to:
To all the very supportive, patient, and understanding families throughout the project, we love you all.

WARRANTY INFORMATION

Limited Warranty

Bethesda Softworks LLC, a ZeniMax Media company ("Bethesda Softworks") warrants to you, the original purchaser of this disc and the game software encoded thereon ("Game"), that under normal use the Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of purchase ("Warranty Period"). This Limited Warranty: (a) does not apply if the Game is used for a business or commercial purpose; and (b) is void if failure of the Game has resulted from accident, abuse, virus or misapplication.

Exclusive Remedy and Limitation of Liability

Warranty claims must be made to the retailer from whom you purchased the Game. You must return the Game to your retailer during the Warranty Period, together with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer may either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original Warranty Period or 30 days, whichever is longer. Bethesda's and its licensors' and suppliers' entire liability and your exclusive remedy shall be, at the retailer's option, the repair or replacement of the Game that does not meet this Limited Warranty and is properly returned to the retailer. Outside the United States, neither of these remedies nor any product support services are available without proof of purchase from an authorized international source.

Warranty Card and Warranty Protection

To be eligible for warranty protection, you must fill out and mail in the Warranty Registration Card included in this package within thirty (30) days of purchase. Failure to send in your Warranty Card within thirty (30) days of purchase shall result in the loss of your warranty protection. In the event of any questions regarding your warranty protection, Bethesda Softworks reserves the exclusive right to determine warranty eligibility and appropriate redress, if any.

No Other Warranties, Conditions or Duties

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, BETHESDA SOFTWORKS, ITS AFFILIATES, LICENSORS AND SUPPLIERS DISCLAIM ANY AND ALL OTHER WARRANTIES, CONDITIONS AND DUTIES, WHETHER EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, INCLUDING BUT NOT LIMITED TO ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NON-INFRINGEMENT, OR NON-MISAPPROPRIATION OF INTELLECTUAL PROPERTY RIGHTS OF A THIRD PARTY.

Exclusion of Consequential, Incidental and Certain Other Damages

To the full extent allowed by law, neither Bethesda Softworks and nor its affiliats, licensors and suppliers are liable for any: (a) consequential or incidental damages, (b) damages for loss of any nature relating to lost profits, loss of data, privacy or confidentiality, or failure to achieve desired results or to meet any duty, including but not limited to any duty of lack of negligence or of workmanlike effort, or (c) indirect, special or punitive damages; arising out of or relating in any way to any breach of this Limited Warranty. The foregoing applies even if Bethesda Softworks, its affiliats, licensors and/or suppliers have been advised of the possibility of such losses or damages. Some jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential or incidental damages so the above limitations and/or exclusions of liability may not apply to you. This Limited Warranty gives you specific rights, and you may also have other rights that vary from jurisdiction to jurisdiction.

Technical and Customer Support

For technical and customer support, please call 410-568-3685, 9:00 am to 5:00 pm EST Monday through Friday, excluding holidays. If you are outside the United States, send your Game disc to Bethesda Softworks, 1370 Piccard Drive, Suite 120, Rockville, MD 20850, USA, together with a dated proof of purchase, your product number, a brief description of the error or defect, and your return address.

IHRA Drag Racing – Sportsman Edition © 2006 Bethesda Softworks LLC, a ZeniMax Media company. Bethesda Softworks, Bethesda Game Studios, ZeniMax and related logos are registered trademarks or trademarks of ZeniMax Media Inc. Distributed under license from the International Hot Rod Association LLC. IHRA and its logo are registered trademarks or trademarks of International Hot Rod Association LLC. Footage courtesy of Clear Channel Entertainment – Motor Sports. Portions of this software are included under license. © 1994-2005 Numerical Design, Ltd. All Rights Reserved. Uses Bink Video. Copyright © 1997-2005 by RAD Game Tools, Inc. FMOD sound and music system. Copyright © 1994-2005 Firelight Technology Pty. Ltd. Havok.com™. Copyright © 1999-2004 Telekinesys Research Limited. See www.havok.com. Names, images, and logos of IHRA associated tracks used under license. Names and images of drivers and cars are intended to be fictional and any similarity to any real life driver or car is purely coincidental. All other trademarks and copyrights are the property of their respective owners. All Rights Reserved.